

University of Nebraska - Lincoln

## DigitalCommons@University of Nebraska - Lincoln

---

Nebraska College Preparatory Academy Senior  
Capstone Projects

Nebraska College Preparatory Academy

---

2019

### Reality Check

Diego Almanza Zavala

Follow this and additional works at: <https://digitalcommons.unl.edu/ncpacapstone>



Part of the [Bilingual, Multilingual, and Multicultural Education Commons](#), [Other Education Commons](#), and the [Secondary Education Commons](#)

---

This Article is brought to you for free and open access by the Nebraska College Preparatory Academy at DigitalCommons@University of Nebraska - Lincoln. It has been accepted for inclusion in Nebraska College Preparatory Academy Senior Capstone Projects by an authorized administrator of DigitalCommons@University of Nebraska - Lincoln.



# Reality Check

Diego Almanza Zavala

Nebraska College Preparatory Academy

Grand Island Senior High School 2019

University of Nebraska-Lincoln

## Abstract

There is much to discover when it comes to the development, process, and uses for augmented and virtual reality. This research analyzes a similar augmented reality device to a fictional counterpart called Augma. The investigation proceeds to examine the problems and challenges of augmented reality. Findings go in depth on the critical uses for virtual reality: medicine, games, empathy and fulfilling dreams. However, just like every other invention, there are challenges concerning the development of full-dive virtual reality. This project investigates how some experiments could be used to complete full-dive reality.

## Key Points

- ❑ Empathy is the ability to understand others and the use of virtual reality helps people come closer to understand one another.
- ❑ Virtual and augmented reality has helped in the medical field by providing doctors the opportunity to practice on a digital being instead of a mannequin.
- ❑ Full-Dive VR is a highly developed piece of technology that can transport a person to another realm.

## Conclusion & Discussion

vVirtual and augmented reality can provide many uses to the consumer. From help in the medical field, understanding other people or for just entertainment, virtual and augmented reality will have an impact to all of its consumers. Even if we do not have the ability to create full-dive virtual reality or wearable augmented reality glasses we are still getting closer to achieving these beautiful pieces of technology.

### Sources

Kauffold, P. (2016, November 21). *The Future of virtual reality* | Phil Kauffold | *TedxSonomaCounty*. Retrieved from <https://www.youtube.com/watch?v=d-HRgfJbPvk>  
Kawahara, R. (2009). *Sword Art Online Aincrad*. Tokyo, Japan: Kadokawa Corporation.  
Kawahara, R. [kvLRO3]. (2014, October 7). [Sub]Sword Art Online Kayaba Akihiko. Retrieved from <https://www.youtube.com/watch?v=CiiZgM4HJt4>  
Krohner, J. (2107, October 17). *VR: How the future of storytelling will change us* | Julie Krohner | *TEDxCambridgeUniversity*. Retrieved from <https://www.youtube.com/watch?v=OIllmGjaVe>  
Piekarski, W., & Thomas, B. (2002). Arquake: The outdoor augmented reality gaming system [Abstract]. *Communications of the ACM*, 45(1), 36–38.